It was, wasn't it ? Hectic I mean, just as though Christmas and the New Year meant the end of the world was nigh, and the
last chance to do a bit of meddling before going to meet the Great Meddler Himself ! There is a special place up there
especially for meddlers, supplied with many computers and all meddling devices known to man. I reckon the chances are
probably as good, and a good deal warmer, in the OTHER PLACE. There is hope for us all ! Work is well under way on the BONZO
DOO DAH, a "discdoitall" for want of a better name - including a BIGBONZO format with all the goodies to make it comfortably
useable for meddled work. The idea of putting all the BONZO goodies on to one disc and calling it BONZO BIG JOBS has been
vetoed by an aged relative - dunno why. A special thankyou to all those sending much valued information during the holiday
period, when lesser mortals were just holding on to sanity. JAMES, PETER, NEIL, and LAYAQAT clearly didn't stop meddling over
the holidays, so the time gap between 7 and 8 is less than expected. Seasoned meddlers will appreciate the routine for
dumping ALL MEMORY to the secondary banks of the 6128 or extra-ram 464/664 - a neat routine from NEIL McDougall. The "BIG
BUST" is for XENO, a strange futuristic game. THE COPPER BONKER - a rattling good idea from David Crossman, is not what it
sounds like ! A wedge of polished copper, designed and of sufficient weight to sit on the TAB key for RAMDAM transfers, saves
arthritic fingers and and allows you wander around aimlessly whilst the program reaches "cooking point".. Much better than
balancing one pound in weight on a slab of blue-tack ! Makes a mockery of the AMTIX review opinion that you have to hit the
TAB key exactly at the right time OR all will be lost. Mind you, he didn't have the program long - but the instructions are
quite clear. More of that in the FINAL. Let's get on with it :

OPTION 1 STANDARD TRANSFERS.
Most recent reports are,
TIMELORD, IKARI WARRIORS, BOBBY BEARING, 1942, VERY BIG CAVE, ACE, ROBIN HOOD, SPACE HARRIER, QUEST PROBE, SUPER SAM, MIAMI
DICE, JUNGLE JANE, REBEL PLANET, HEARTLAND, SCOOBY DOO. GREEN BERET (KONAMI COIN OP HITS VERSION, Previously OPTION 3),TASPRT
These together with the other 103 actually reported in 1986 show the value of a straight routine, even though the odd loader
may be needed. Kelvin Lee from Singapore asked whether OPTION 1 uses a different method to that used by DISCOVERY and
TRANSMAT, as he has found that some programs that sort out with OPTION 1 will not go with the equivalent routines of the
other two utilities. The answer is YES ! JUNGLE JANE - delete the first two files ! QUEST PROBE requires the usual basic
loader sort out, but is included for reference, HEARTLAND requires a PATCH and a modified loader to pick up the appropriate
file. A list somewhere in the NEWS solves it (PETER at work), the SCOOBY DOO loader from Peter is below - and this is much
preferred to the easy RAMDAM transfer. ROBIN HOOD, do not relocate and use the loader. REBEL PLANET, Layaqat has found that
the routine for APPRENTICE (News 6) is needed - just change the name in line 20, and line 60 the "CALL" is 42496.

ROBIN HOOD	SCOOBY DOO	QUEST PROBE
10 OPENOUT"D":MEMORY &3fff:CLOSEOUT	10 OPENOUT"D":MEMORY &5db:CLOSEOUT	10 MEMORY 42540:LOAD"QUEST"
20 LOAD"ROBIN",44032: CALL 44033	20 LOAD"ELITE":CALL &5f9	20 CALL 42541

IKARI WARRIORS: This is a "straight" OPTION 1 transfer, but alter the files as indicated by Neil Mc.
                  ALTER the LOAD and CHAIN COMMANDS in the IKARI file to:
                          LOAD"SCREEN": CHAIN "IKARI2"
                  In the IKARI2 file, insert OPENOUT"D" and CLOSEOUT before and after the MEMORY command.
                  Resave the amended files, and RUN"IKARI". Must be the very first game about the art of
                  Paper-folding. Paper "chains" work on disc too.I'm looking forward to the new miniature
                  discs we are shortly to launch. BONZAI DISC.
JUGGERNAUT: A near BONZO - less routine for the compilation version [Neil at it again]. Transfer the JUGGERNA and A files
to disc with OPTION 1. Keep the same disc in the drive. Leave tape in position. Load JUGGERNA and amend line 110 to;
                  110 POKE &8033,201:CALL 32779: :DISC : SAVE"B",B,&400,&a200,&6660:END
Change the LOAD in line 80 to - :DISC : LOAD"!A" : :TAPE. Now run it (DON'T SAVE IT!) - it is important that the disc has "A"
on it as this will be loaded from the disc before the tape file is read in. The "B" file will then be dumped to the disc. Now
load JUGGERNA again, and alter line 110 to > 100 RUN "B". Resave the file as "JUGGER", running it will be better than NAUT !

A reminder that the majority of OPTION 1's will also RAMDAM, but OPTION 1 transfers are not machine dependent.

OPTION 2 HEADERLESS FILES.
Some useful news brings the current list to :
KUNG FU. NUMBER ONE. FRANK-N-STEIN. MR.FREEZE . RED ARROWS. SIR LANCELOT . SUBSUNK . OBSIDIAN . BOULDERDASH . CAULDRON. SPY v
SPY . DOPPLE-GANGER. 3DQUASARS . GHOSTBUSTERS (re-issued version). CLASSIC INVADERS . GILLIGAN'S GOLD. WARLORD(464) CAULDRON
II . CLIMB-IT. 3D BOXING. THE APPRENTICE . SKYFOX . NEXUS . ANDROID 1. BATTLE BEYOND THE STARS. MACROCOSMICA . VIEW TO KILL .
GLIDER RIDER (Part) . ZUB. 180. CLASSIC AXIENS. THANATOS. XCEL. PLANIT.
Kelvin Lee reports 9 files of VERA CRUZ transferred with OPTION 2, but can't run it. I haven't seen it yet - can YOU help ?
ZUB, 180 (and GLIDER RIDER) are hybrid, needing OPTION 1 and 2. A seperate routine for these has been produced MASTERX, in
the hope that more will appear of this type. XCEL works straight away - but your disc drive may be idling. The loader below
solves it. THANATOS, pick up the loader under option 1, alter line 6 to read : LOAD"BACK1" and resave it. Run it and all is
OK. CLASSIC AXIENS requires the simplest loader, not a poke in sight - 10 MEMORY 29695:LOAD"BACK1":CALL 29696

XCEL LOADER-Stops drive
```
10 MEMORY 36863
20 LOAD"BACK1"
22 POKE &902f,&9c:POKE &9046,&9c
24 FOR x=&9040 TO &9057:POKE (x+&c00),PEEK(x):NEXT
40 CALL 36864
```

MASTERX
THE MASTERTRONIC ******** LOADER

The loader system used on ZUB and 180 is much the same as that of GLIDER RIDER. In case this becomes a "regular" a simple system has been devised that will deal with all three, and hopefully any others that occur. Simply write the GETMAST and RUNMAST files to your BONZO disc so that they are readily available, and follow these steps to make the transfer:

A] Filecopy RUNMAST and GETMAST to your destination disc.
B] Use BONZO OPTION 2 on the new "***********" to transfer BACK1 and B1 to the destination disc. When B1 has transferred the "loading screen" will appear.STOP THE TAPE.Clear machine with ON/OFF [NEVER LEAVE DISC IN DRIVE WHEN DOING THIS !]
C] Check that the tape has not yet reached the next section. Rewind slightly if needed.
D] Now simply RUN "GETMAST", which will use B1 from the disc and begin loading the remainder from tape. When the files C1 and D1 have been transferred your machine will reset.
E] RUN "RUNMAST" and the game should run. Rename RUNMAST to something suitable, ERASE "BACK1" and "GETMAST". JOB DONE !
F] Don't attempt another "***********" to the same disc ! Filenames revert to "B1.BAK" etc. !

664 USERS Some 664 owners have difficulty with OPTION 2 - the following short program will "raise" a B1 file independently. Rewind game tape to start and RUN the following,

```
10 REM 664 gets B1
20 MEMORY &3fff:|TAPE:LOAD"",&a040
30 POKE &a058,201:L=PEEK(&a051)+256*(PEEK(&a052)):CALL &a040
40 |DISC:SAVE"B1",B,&4000,L,&4000
```

After the transfer of B1, RESET machine and continue from [C]. This variation is for the MASTERTRONIC ******** loaders only.

THE GETMAST FILE

```
10 REM: GET FLASH PART OF **********
20 cs=0:FOR X=&be90 TO &bf33:READ A$:P=VAL("&"+A$):cs=cs+P:POKE x,P:NEXT
30 IF cs<>17075 THEN PRINT"DATA ERROR, PLEASE CHECK":END
40 CALL &be90
50 DATA f3,21,00,00,11,33,bf,01,40,00,ed,b0,fb, 21,ff,ab,11,10,a4,0e,07,cd,ce,bc
60 DATA 21,31,bf,06,02,11,00,40,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,cd,37,bd,2a,24
70 DATA 40,22,0c,bf,21,d2,be,22,24,40,3e,c9,32,a8,be,c3,10,40,f3,31,fe,bf,21
80 DATA 00,a0,11,00,d0,01,00,11,ed,b0,21,00,00,11,00,e1,01,40,00,ed,b0,3a,91
90 DATA be,47,3a,94,be,32,91,be,78,32,94,be,cd,90,be,21,31,bf,34,06,02,11,40
100 DATA 00,d5,cd,8c,bc,e1,01,00,00,3e,02,11,c0,9f,cd,98,bc,cd,8f,bc,00,3e,c9,32
110 DATA 19,bf,21,00,d0,22,04,bf,21,40,11,22,11,bf,cd,fd,be,c3,00,00,42,31,00
```

THE RUNMAST FILE
```
10 REM THIS RUNS B1,C1,D1,FROM *********
20 cs=0:FOR X=&be90 TO &bf10:READ a$:P=VAL("&"+a$):cs=cs+P:POKE x,P:NEXT
30 IF cs<>13510 THEN PRINT"DATA ERROR,PLEASE CHECK":END
40 CALL &be90
50 DATA 21,ff,ab,11,10,a4,0e,07,cd,ce,bc,21,0f,bf,34,06,02,11,00,40,d5,cd,77,bc
60 DATA e1,cd,83,bc,22,0d,bf,cd,7a,bc,00,21,10,40,3e,c9,77,32,b2,be,cd,00,40
70 DATA 06,08,21,ff,ff,11,00,00,2b,a7,ed,52,20,fa,10,f2,21,40,00,22,a2,be,cd
80 DATA 9b,be,3e,10,01,00,00,3d,f5,c5,cd,32,bc,c1,f1,fe,00,20,f4,21,00, d0,22
90 DATA a2,be,cd,9b,be,cd,37,bd,f3,21,00,d0,11,00,a0,01,00,11,ed,b0,21,00,e1,11
100 DATA 00,00,01,40,00,ed,b0,c3,00,00,41,31,c0
```

Each file is checksummed, so you should have no difficulty getting these to work ! Typing is a tedious chore, but if you like the games it's worth it. At the price both ZUB and 180 are excellent, and I still wonder how ANY straightforward game can justify a price of 9.95 upwards ! Perhaps it is because we have to pay for the thousands of bytes that are used to prevent us from transferring them to disc !

OPTION 3 FLASHLOADERS.
A few more reports making the list to date: [Those that require attention of BONKEY files are marked "*".]
JET SET WILLY, BRUCE LEE, BARRY MC.BOXING, MATCHDAY, SCRABBLE, RAMBO, PING PONG, GYROSCOPE, BOUNTY BOB, TERROMOLINOS*, KONG STRIKES BACK, HUNCHBACKII, ZOIDS, WINTER GAMES, ZORRO,DAMBUSTERS, RAID*, DALEY'S DECATHLON, HACKER, FRANKIE GOES TO HOLYWOOD, CLUEDO, SAM FOX POKER, "V", EYE-SPY, GUNFRIGHT, KUNGFU MASTER, [ALL FOUR FROM "THEY SOLD A MILLION II], SPYTREK, MONOPOLY*, YIE-AR KUNG FU*, BATMAN*, GREEN BERET*, RESCUE ON FRACTALUS, DESERT FOX, DAN DARE, EXPLODING FIST (RECENT ISSUE),IMPOSSIBLE MISSION, ITS'A KNOCKOUT !,NOMAD*, BOUNTY BOB STRIKES BACK, WORLD SERIES BASEBALL*,SIREN'S TAPE UTILITY (So says Martin from Australia - yep, he does think it funny, and wonders whether it could be of any use - think about it !)
A lot of the current crop of "SPEEDLOCK" are , as a result of prolific advertising of "unlock" devices, done in such a way that they will not yield to anything short of "one off" brain-ache meddling. Consequently the "SPECIALS" section is getting busy. NOMAD requires PICBONK, and a basic loader to sort out the colours. WORLD SERIES BASEBALL requires BONKEY and a similar colour sort out. THE GOLD COLLECTION II, several reports of "failing to transfer" KUNG FU MASTER,GUNFRIGHT,DESERT FOX and BOUNTY BOB caused an investigation. My tests have shown that THEY DO TRANSFER WITH OPTION 3, the apparent failures are due to "read" errors caused by "tight" recording. To clarify another point, OPTION 3 does not in any way change the way the programs load from tape, a read error on these is just that !
....
HEARTLAND The FIX for this is simply to transfer with OPTION 1, and to modify the basic loader to this:
10 MODE 0:READ D%:BORDER d%:FOR N%=0 TO 15:READ D%:INK N%,D%:NEXT
20 OPENOUT"!0":MEMORY &1fff:CLOSEOUT
30 LOAD"!HEARTPIC",&c000
40 RESTORE 100:y=&bed0:WHILE x()0:READ x:POKE y,x:y=y+1:WEND
50 LOAD"!KIM",&2990
60 POKE &78f4,&cd:POKE &78f5,&d0:POKE &78f6,&be
70 CALL &2990
80 DATA 26,0,1,26,13,12,24,25,9,18,2,14,20,3,6,15,10
100 DATA 197,229,14,7,33,255,176,17,255,166,205,206,188,225,17,59,130,193,201,0
....
#RAMDAM and RAMDAMX#
#RAMDAM#
The intention to merge these two for the purpose of reporting has been cancelled ! Reports are so prolific that some sense of order has to be employed. Don't get caught out by the program that halts when loaded but does nothing - refer to your instructions ! New examples are ICON JON and TOBRUK, which begin dumping to disc on finding another key whilst continuing to hold TAB (SPACEBAR is usually the one). The TOBRUK report, as yet not doubly confirmed is from Kelvin Lee, who says it works fine except that the AIR SUPPORT screen is bright green. Could be a case for the "colour pokes" being applied to RAMDAMX before transferring.
RASPUTIN and RUNESTONE from the same stable produce files that will not run.
SOUTHERN BELLE-A. CHIMRA-AN. RAINBIRD MUSIC SYSTEM-AN. THE MUSIC MAKER-AN. STARFIREBIRDS-B. WARLORD[464]. ALIEN. BATTLE FOR MIDWAY. NONTERRAWOTSIT !. SOUL OF A ROBOT. STOCKMARKET. ELECTRO-FREDDY. CONFUZION. LOCOMOTION. BATTLE OF BRITAIN-AN. . CHOPPER SQUAD. ROOM TEN. NINJA MASTER-AN. JEWELS BABYON (1ST). MESSAGE FROM ANDROMEDA (1ST). FINDERS KEEPERS. LASERWAR. FLIGHTPATH 737. JUMP JET. ERIK THE VIKING. RETURN TO EDEN. TANK COMMANDER-BN. STARQUAKE-B. THRUST-AN. SPIKY HAROLD-AN. COLLAPSE-AN. HELICHOPPER-AN. MUSIC BOX. SURVIVOR-AN. REVENGE OF C5-AN. CLASSIC RACING-AN. BOMBSCARE-AN. DON'T PANIC-AN. WHO DARES WINSII-B. HOUSE OF USHER-AN. GAC-AN.FANTASIA DIAMOND. NEARLY ALL ROLANDS. [WILLOW PATTERN & DRAGONTORC - screen not 100% but playable]. STAR AVENGER-BN. BOOTY-BN. INTERNATIONAL RUGBY-AY. KENTILLA-AY. GEMINI DATABASE. COMBAT LYNX-AN. GALACTIC PLAGUE-AN. DRAUGHTS-AN. FRUIT MACHINE-AN. SPANNERMAN-AN. HUNCHBACK-AN. MASTERCALC-AN. PYJAMARAMA-AN. STAR COMMANDO-AN. WORLD CUP-AN.S'DINOOR-AN. CYLU-AN. PAWS-BN. FIGHTER PILOT-BN.
Graeme reminds us of the colour sort out for CYLU, and several advise of the "counting" FIGHTER PILOT - wait for 119 and be sharp ! [Must be the one for AMTIX to try !].

RAMDAMX
REMEMBER - RAMDAMX is for programs commencing with a BINARY file ! It is possible that some of the RAMDAM have found the wrong section. The response to the request for reports for X was very good, the ever expanding list is currently:
KILLAPEDE-BN. TROLLIE WALLIE-AN. BIGTOP BARNY-AN. TEMPEST-AY. SPINDIZZY-AY. THE APPRENTICE-AY. LIGHTFORCE-AY. 3DGRANDPRIX-AY. REDHAWK-BY. DEATHVILLE-AY. COVENANT-AY. OBSIDIAN-AY. TRAPDOOR-AY. INTERDICTOR PILOT-BN. HARRIER ATTACK-AY. ICONJON-AN. JEWELS OF BABYLON-AY. HEROES OF KARN-AY. FOREST AT WORLD'S END-AY. WARLORD-AY. SNODGITS-BY. ARABIAN NIGHTS-AY. GUZZLER-AN. SPITFIRE40-AN. JETBOOT JACK-AN. GEOFF CAPES STRONG LAD-AN. CODE TUTOR. CERBERUS-AN. INTERNATIONAL KARATE-BY. SLAPSHOT-AN(colours!). ATLANTIS-AN. REBELSTAR-AN(side a).TOBRUK-AY. SCOOBY DOO-BN. EXPECTATIONS-AN. ROBIN HOOD-AN (preferred OPTION 1 !), ASTERIX-BY.
P.Janssens, an admirer of the WILD WIGAN WOMEN, confirms the Interceptor adventures in their latest form as RAMDAMX, a reminder is given not to be put off by a blank screen [like SPITFIRE40], and another SHORT goody for BIGFORMAT fans:
I am a "sucker" for requests: BIGBONZO FORMAT - the "mod" to run RAMDAM transfers is simply one of these: [use the 2nd one! -it has a nice cosmetic effect and can be used on any format.]

10 LOAD "THINGNAME: CALL &be8b -or even better- 10 LOAD "THINGNAME": CALL &bbff : FOR X=0 TO 15 :INK X,0:NEXT: CALL &be8b

SPECIALS

Some of the more complicated transfers can only be sensibly offered as a "dump" to your disc.The charge of 50p EACH is modest enough, [return postage appreciated] just send your disc with a list and proof of ownership of each game wanted (like the inlay card ! - I don't want a tape) - and they'll come back to you quickly. The current list includes a few "OLD TOUGHIES" - Peter et al, working overtime, and I didn't do too bad myself last few weeks.

EVERYONE'S A WALLY, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER, 3 WEEKS IN PARADISE, EQUINOX, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER, THING ON DING, ROCKY HORROR, HARVEY HEADBANGER, STAINLESS STEEL, BATTLE OF THE PLANETS, TOMAHAWK,TRIVIAL PURS(main file only), TLL. FIGHTING WARRIOR, MERMAID MADNESS, VAMPIRE, STARGLIDER, NODES OF YESOD, SILENT SERVICE, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE, DALEYS S/TST. REVOLUTION. GALIVAN. EAGLES NEST. MIKIE. COP OUT. TOP GUN. GOONIES. KNIGHT RIDER BEACHHEAD 1&2, RUNESTONE, BIGGLES, STREETHAWK, MISSION ELEVATOR, PACIFIC.

There are a few others of minor consequence, and no - you won't do any of these with any other utility short of a magic box ! SPECIALS are offered as a service to "meddlers", it is not a money making operation. Our known "dismals" [won't transfer, can't do a special] are GAUNTLET (US GOLD, MULTI-LOADER), THE EIDOLON (ANOTHER MULTI-LOADER), YIE-AR KF II, XEVIOUS and DYN/DAN II...plus a few that I haven't heard of yet, no doubt. GAUNTLET & THE EIDOLON the main file can be got, but in view of the complexity of the multi-part loading I don't consider it worth days of brain strain trying to fix'em. The others are quite likely to "buckle" soon. Incidentally,I don't class programs that won't run from tape on a 6128 or a 464 with DD1 attached and on, as dismal. They are either very old, or very badly written (like my original ANGELIQUE !). Often they are easy to sort out, once in a while they are best thrown away.

BONZO CLONE ARRANGER

As always I remind you that the PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports, currently no problem with:

THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE,TASWORD,PROTEXT, SORCERY+, ELITE, STRANGELOOP+ WAY OF THE TIGER,MONTY ON THE RUN,3D STUNTRIDER,LORDS OF MIDNIGHT,TANK COMMANDER,HYPERSPORTS,VIEW TO KILL,MINI OFFICE II,TORNADO LOW LEVEL,NEVER ENDING STORY,RAID OVER MOSCOW, and MACROCOSMICA, SIREN'S MASTERDISC [WHO DAT ?], FROSTBYTE, WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE,TOMAHAWK, JACK THE NIPPER, WINTER GAMES, AMSTRAD MUSIC BOX, ALIEN HIGHWAY, THE ANIMATOR, TAU CETI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM. ART STUDIO(RAINBIRD).THE EIDOLON. REMBRANDT, KWIKFILE(MPS), TOOLKIT(BEEBUG), TOBRUK, STARSTRIKEII, STARGLIDER, HANDYMAN [Who ?] , SWEEVO'S WORLD.

Colin Mitchell has spotted that the "no-go" KNIGHT GAMES is a part go ! If you load the individual games from side 2 it's OK. Colin also reports that KWIKFILE is "a magic database at a giveaway price". The other famous no-go TRIVIAL PURSUITS, has been deftly sorted out by the CP/M public domain utility NEWSWEEP ! Judging by my correspondence at least six people discovered it in the same week ! I confess to having a copy of NEWSWEEP, and hadn't even tried it ! Use the "mass transfer" facility. If you have encountered the self-destruct clones such as the GOLD COLLECTION disc, you may be interested to know if you have some M/C knowledge and a disc-file editor it is possible to bypass to routine that creates the erasure of the CLONE. James sweated away at INFILTRATOR and eventually beat it ! However, as far as BCA goes, INFILTRATOR must rate as a "no go" along with BIGGLES, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS,SPINDIZZY, MELTDOWN, 2112AD, GOLD COLLECTIONII

SUNDRIES

ANNALS OF ROME : One of our "meddleresses", I suppose it should be "meddlerperson", advises that the disc version of it was bugged, and wouldn't run. If you want it, then insist on seeing it run before you part with any loot !
Another fair lady omitted to wind her C60 past the leader tape, and as a result lost a tape dump via BCA of a lot of TASWORD files ! Didn't quite get that right, PAT !
RAINBIRD MUSIC SYSTEM, files created by the tape version will transfer to disc with OPTION 1 and then load into the disc version. If you've taken advantage of Rainbird's upgrade offer like Richard B., then you'll be pleased to know this. The manual gives no help.
NEWS 7, BIG BUST : early copies had the important CALL &a000 missing from the first file, make it line 30. I reckon you found that out anyway. SORRY ! The POKE FOR SPINDIZZY in the early copies was actually for GET DEXTER ! Yes I know !
BONZO CLONE ARRANGER..... lots of requests for extra mods, like splitting the tape files so that a C15 can take a full dump using both sides, a CAT for drive B, and a tape motor switch like on BSM. All good stuff, and I will give it some attention when I've sorted DOOH-DAH out. Meantime, feel free to dis-assemble and have a go at it !
One way to "split" might be to remove the disc whilst the tape is being written, so that the next "read" is held up with an error message. After sorting the tape out to the other side, re-insert the disc etc., and away you go. In fact THAT will be be the answer to that one - it's easy and flexible .
We would like to know whether [and so would Mr.Wogan] any of the GPO AUTO-SORT machinery is capable of generating magnetic fields that could affect tapes in transit. Any postie reading this ?
When is a NEWSLETTER chargeable ? When it is NOT the current issue ! In other words if you ask for 7 NOW - it's a 50p. job !
LAST ONE : I've noticed that most of the "sundries" are scattered about all over the place. All helps to confuse !

42C THE BIG BUST

XENO, A well error-trapped sort out. First transfer the file XENO from tape OPTION 1, leave the tape in position ready for the long main file to be picked up. The first list will pick XENO up from your disc, and then read the tape. When read it dump 1XE and 2XE to your disc. The second list is the loader, type it in and save it. Run it, and away you go !

XENO,TRANSFER FLASHY FILE WITH THIS:

```
10 CALL &bbff:Y=&c000: FOR X=0 TO 9:READ A$
20 CS=0:FOR Z=1 TO (LEN(A$)-1) STEP 2:B=VAL("&"+MID$(A$,Z,2)):CS=CS+B:POKE Y,B:Y=Y+1:NEXT
25 READ T:IF CS<>T THEN PRINT"ERROR IN LINE ";(X*10)+100:STOP
30 NEXT X
40 CALL &c000
100 DATA "f32100b111800e01800e1140f0edb02100001100",1539
110 DATA "f0014000edb021b5c00604110040d5cd77bce1cd",2370
120 DATA "83bccd7abc2139c022ab41222440c31040f331ef",2326
130 DATA "bf210010220f002100001100d0014000edb02100",1058
140 DATA "a61140d0018019edb02100f0110000014000edb0",1790
150 DATA "2140f01100b101800eedb0d901897fed49d921ff",2384
160 DATA "af11fca60e07cdcebc21b9c0340603114000d5cd",2200
170 DATA "8cbce111c0a50100003e02cd98bccd8fbc003ec9",2336
180 DATA "329dc02100d02288c021c0192290c0cd81c0c300",2343
190 DATA "1058454e4f3058450000",535
```

XENO: THIS IS THE LOADER, RUNS XENO,1XE,2XE

```
10 CALL &bbff:MEMORY &3fff:LOAD"XENO"
20 POKE &4010,&c9:CALL &4000:FOR X=1 TO 5000:NEXT
30 FOR X=0 TO 15: INK X,0:NEXT:BORDER 0
40 Y=&c000:FOR X=0 TO 3:READ A$
42 CS=0:FOR Z=1 TO (LEN(A$)-1) STEP 2:B=VAL("&"+MID$(A$,Z,2)):POKE Y,B:CS=CS+B:Y=Y+1:NEXT
43 READ C:IF CS<>C THEN PRINT"ERROR IN LINE ";(X*10)+100:STOP
44 NEXT:CALL &c000
100 DATA "21ffaf11fca60e07cdcebc2148c0340603114000",1957
110 DATA "d5cd77bce1cd83bccd7abc003ec9321fc02100d0",2766
120 DATA "2212c0cd0bc0f32140d01100a6018019edb02100",1983
130 DATA "d0110000014000edb0c30010305845000000000000",1119
```

BANK RAID By Neil MacDougall

This little gem is presented in assembly form as a knowledge of M/CODE is needed to use it effectively. You will need to find a suitable intecept point in the program you wish to dump to jump to this routine - which is position independent [PIR]. It will then transfer all memory to the 4 extra banks - your machine can then be (soft) reset without losing the contents of the extra banks. The first basic program is an example of saving these banks to disc, and a further example of using the created disc file to run EQUINOX ! So the two little jobs for you are, find the address at which EQUINOX jumps to it's run routine, replace this with a jump to BANK RAID, having found a safe spot to put it. Get your DEVPAC or PYRADEV to work !

BANK RAID

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START: LD BC,&7f00 : LD A,199  : OUT (C),A  :  LD HL,&c000  :  LD DE,&4000  :  LD BC,&4000 : LDIR
       LD BC,&7f00 : LD A,192  : OUT (C),A  :  LD HL,&4000  :  LD DE,&c000  :  LD BC,&4000 : LDIR
       LD BC,&7f00 : LD A,196  : OUT (C),A  :  LD HL,&c000  :  LD DE,&4000  :  LD BC,&4000 : LDIR
       LD BC,&7f00 : LD A,197  : OUT (C),A  :  LD HL,&0040  :  LD DE,&4000  :  LD BC,&4000 : LDIR
       LD BC,&7f00 : LD A,198  : OUT (C),A  :  LD HL,&8000  :  LD DE,&4000  :  LD BC,&3a00 : LDIR
RESET: LD BC,&7F00 : LD A,192  : OUT (C),A  :  JP &0000
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 1 REM THIS SAVES THE BANKS as for EQUINOX          1 REM: A SUGGESTED LOADER FOR EQUINOX
10 OUT &7F00,197:SAVE"equinoxa",b,&42C0,&4000      10 OPENOUT"D":MEMORY 767:CLOSEOUT
20 OUT &7F00,196:SAVE"equinoxb",b,&4000,&4000      20 LOAD "EQUINOXA",768 : LOAD "EQUINOXB",&4000 : LOAD "EQUINOXC",&C000
30 OUT &7F00,198:SAVE"equinoxc",b,&4000,&4000      30 FOR X = &BF00 TO &BF0E:READ A$:POKE X,VAL("&"+A$):NEXT:CALL &BF00
                                                   40 DATA F3,21,00,C0,11,00,80,01,00,39,ED,80,C3,00,03
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Purist will observe that the BANKRAID routine could be shorter [LD BC,&7Fxx/OUT(C),C - AND PUSH/POPPING]. The way it is shown avoids the use of the stack, and demonstrates clearly the way it works. I have tested it for EQUINOX, and it does work. Some parameters are obviously EQUINOX specific, but you will have no problem adapting it. EQUINOX can be patched with the loader file address &202f set to &80, &2030,&be with BANKRAID located at &be80. Run the modified loader, and BANKRAID is on !

The same routine, suitably amended will deal with DUMMY RUN, DYNAMITE DAN, and most of MICROGEN proggies [where it is wise to note that very often the start address is #103, jumped to from an address in the loader with interrupts disabled]. Apart from all that it is a useful routine to get acquainted with ! Any ideas ? The BANKRAID job has pre-empted my intention of listing Neil's TEMPEST flx (RAMDAMX anyway), I'll save it for when we are short of brain strain.

THE WINTER MYSTERY

Here you are then. Type this in very carefully and save it.The checksum will get the data correct, care will get the rest
Find out what it does with a DUPLICATE disc of any old set of files before giving it any proper job to do. Such is life !

```
10 REM: A LITTLE BIT OF A DOOH DAH. COPYRIGHT NEMESIS & FOR BONZO USERS ONLY.
20 CLS:IF PEEK(40000)=62 THEN CLEAR:GOTO 60
30 PRINT" USER (0-15) ";:INPUT A
40 IF A>15 OR A<0 THEN 30 ELSE |USER,A
45 PRINT:PRINT"PLEASE WAIT...."
50 MEMORY 39999:y=&9c40:FOR x=0 TO 13:READ a$
52 cs=0:FOR z=1 TO (LEN(a$)-1) STEP 2:b=VAL("&"+MID$(a$,z,2)):POKE y,b:cs=cs+b:y=y+1:NEXT
54 READ t:IF cs<>t THEN PRINT"ERROR IN LINE ";(X*10)+1000:POKE 40000,0:END ELSE NEXT
60 WHILE INKEY$<>"":WEND:CLEAR:CALL 40000:MODE 1
70 A=PEEK(&9ec0):B=PEEK(&9ebe)+256*(PEEK(&9ebf))
80 FOR X=B TO B+11:A$=A$+CHR$(PEEK(X)):NEXT
90 IF A=76 THEN 200 ELSE IF A=82 THEN 140 ELSE IF A=69 THEN 150
100 IF A= 78 THEN 160 ELSE IF A=66 THEN 210 ELSE RUN
110 PRINT:PRINT" CERTAIN [Y/N] ?"
120 IF INKEY(46)<>-1 THEN RUN ELSE IF INKEY(43)<>-1 THEN 130 ELSE 120
130 WHILE INKEY$="":WEND:RETURN
140 PRINT:PRINT"RUN > "+A$:GOSUB 110:MEMORY 42619:RUN A$
150 PRINT:PRINT"ERASE > "+A$:GOSUB 110:|ERA,@A$:RUN
160 PRINT:PRINT"RENAME > "+A$:GOSUB 110
170 PRINT:INPUT"NEW NAME [FILENAME.TYP] > ";C$
180 C$=UPPER$(C$):IF LEN(C$)>12 THEN 170
190 PRINT:PRINT"Rename > "+A$+" to "+C$: GOSUB 110:|REN,@C$,@A$:RUN
200 PRINT:PRINT"LOAD > "+A$:GOSUB 110:MEMORY 42619:LOAD A$
210 |BASIC
1000 DATA "3e02cd0ebcaf010303f5c5cd32bcc1cd38bcf13c011a1acd32bcaf32409e32c19e32c09e21419e22",4515
1010 DATA "be9e26012e0322c29ecd6cbb11b888cd9bbc21c59dcd379ecd7bbbcd81bb26012e04e52ac29e3e0d",4835
1020 DATA "8467cd75bb3e20cd5abbe122c29ee53e0d8467cd75bb3ef2cd5dbbe1e5cd75bbe1cd60bb3019fe20",5803
1030 DATA "281c32c19ecd18bbcbaffe53ca369dfe42201e32c09ec97cfe01201518b03ac19eb720f321fc9dcd",5142
1040 DATA "379ecd4e9dcd18bbc93e148467fe51209926012c7dfe142091c3869cc9e53a409efe0a282f3c3240",4486
1050 DATA "9eed5bbe9e060ccd60bb121324e5cd75bbe110f32abe9e110c001922be9ee1e53e0d8467cd75bb3e",4796
1060 DATA "f2cd5dbbe1c93ec9321f9dcd099d3e11",2104
1070 DATA "321f9d21749dcd379ecd4e9d1806cd09bb38fbc9cd18bbcbaf32c09efe51ca0000fe53ca5a9cfe4c",5187
1080 DATA "c8fe52c8fe45c8fe4ec818e01f01181118204c6f61642e2052756e2e2045726173652e2072654e61",3981
1090 DATA "6d652e20726553656c6563742e20517569742e20205b204c202f2052202f204e202f2053",2673
1100 DATA "202f2051205d203f20180712001f011811182053656c656374203d20532e204241534943203d2042",2061
1110 DATA "2e2020416e792006f746865722206b6579203d204d6f76652018071200f011811182044e4f46494c6c",2495
1120 DATA "4553202120496e736572742044697363e507265737320616e79206b6579207746f205245535541",3309
1130 DATA "5254201807120007e23b7c8cd5abb18f700",1544
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FINALLY...

Referring to the AMTIX! comments regarding RAMDAM and TAB :- only in the case of the FIREBIRD numeric loaders is there any need to wait [otherwise the interrupt enable generated by the screen printing, will allow TAB to do it's job too soon]. It doesn't matter with the Players type of numeric loaders. In fact, once the first block and loading screen are past you can hold TAB for ten minutes in some cases ! Not that it is mandatory or advised ! For those of you that read this "review", to save you worrying there are some other corrections ! SPINDIZZY is exactly as indicated - RAMDAMX , nothing to do with OPTION 2 - and the comment that BCA will clone a good number of "funny formats" but the dump to tape only caters for standard formats is incorrect. If it clones it, it will also save it to tape - and the disc when recovered from tape will be EXACTLY the same. So that aside, I ask who will be "THE FIRST ONE", to get a double refund from our Northern rival ?
Sorry about the latter items, but it will save me a lot of incoming calls with the situation clarified in this NEWSLETTER !
The usual reminders, for adventure fans, residents of BRUM, and owners of the MS Computer,
ADVENTURE PROBE 13 Hollington Way, WIGAN. WN3 6LS - A QUID BRINGS A MASS OF INFORMATION.
BIRMINGHAM CLUB a line to JOHN B.WOODS 54 Lockwood Road, NORTHFIELD, BIRMINGHAM B31 1QD.
If you've a SORD MS, and are interested in a user club, then I know the very one ! NEWLETTERS - back issues are 50p. each,
BUT, all of 1986 (1 to 7) with only the chatter missing have been compiled into a 10 page summary - price 1.75 only !
Next NEWS end of FEBRUARY, get your SSAE'S to me in good time !   Happy Meddling. Colin. NEMESIS